# HENGJI LI

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## Research Interest

I am interested in topics related to formal methods, computer graphics, and embodied intelligence.

# Education

 Nanjing University
 Sept 2022 - now

 Undergraduate
 GPA:4.44/5.0 (17/105)

# Research Experience

## NJU BigAI Group

- Completed online courses including Coursera: Machine Learning and CS231n: Convolutional Neural Networks for Visual Recognition.
- Read some papers on object detection and instance segmentation.
- Implemented and reproduced instance segmentation models (YOLOv8n-seg, YOLOv9c-seg, YOLO11n-seg) on the CarParts-Seg dataset.

# **Projects**

OSLab os-workbench extstyle ex

- Implemented a multiprocessor operating system kernel based on a simplified hardware abstraction layer, providing fundamental OS APIs to applications. Developed multiprocessor-safe memory allocation and reclamation (PMM) and kernel thread management (KMT), resulting in a time-sharing, preemptive multitasking embedded operating system.
- o Tools Used: C, Makefile, Git

## **Programming Assignment**

PA 🗹

- Implemented a simplified yet fully functional x86/MIPS32/RISCV32(64) emulator, NEMU (NJU EMUlator), and successfully ran the game The Legend of Sword and Fairy on NEMU, exploring the fundamental principles of how programs run on a computer.
- o Tools Used: C, GDB, Makefile, Git

## Selected Awards

• Scholarship for Undergraduates in Basic Science , Nanjing University	Nov 2024
• Scholarship for Undergraduates in Basic Science , Nanjing University	Dec 2023
• The People's Scholarship in China, Nanjing University	Dec 2024
• The People's Scholarship in China, Nanjing University	Dec 2023

## Skills

∘ C/C++, Python, LAT<sub>F</sub>X, Markdown, Git